

# FOCUS

A Herff Jones IMPACT Resource For Advisers

March, 2005

## MARCH FOCUS

### *Leadership Activities*

Student activity advisers are always searching for new leadership activities. This is especially true of advisers who have the same students for several years in an organization.

Here are some that can be added to your activity list.

#### **SELECTING SMALL GROUP LEADERS**

The purpose is to creatively select small group leaders. The time required is about two minutes and the size of the group is unlimited. There are no materials required.

1. Ask participants to tally the number of anatomical feet they have in their household (four for a cat, two for a person, etc.) The person in each group with the highest score is the leader.
2. Ask everyone to write his/her middle name on a card. The person with the longest middle name becomes the leader.
3. Have each person write their mother's first name. The person in each group whose mother's first name is last alphabetically is chosen.

Now be creative and add to the list.



#### **RESPONSIBILITY POP QUIZ**

This game helps everyone to take a look at responsibility and goals. Have the pop quiz prepared to hand out to each person as they enter the room. Ask each one to take the quiz. The questions are:

1. List the projects that you have completed in the past week
2. List the projects that you hoped to complete but did not
3. List the projects that you are working on
4. What do you think is getting in the way of you accomplishing everything that you want?

To process, consider the following:

1. Are you proud of your quiz?
2. What grade would you give yourself on the quiz?

3. What, if anything, gets in the way of you completing projects?
4. Does your list have too much on it? Too little?

#### **YOU CAN CATCH MORE FLIES WITH HONEY**

The purpose is to show that force is not the most effective tool for communication or for changing behavior. The time required is ten minutes and the size of the group is unlimited, but participants should work in pairs. There are no materials required.

Ask everyone to find a partner and then face each other. The leader then asks one person in each pair to close his/her hand and hold it clenched tight in front of the other person. The leader then tells the second person to get the hand of the first person open as quickly as possible. After ten seconds tell everyone to stop. Many participants will have spent the time trying unsuccessfully to pry open their partner's fists with force. The more force that was used, the more resistant their partner became.

This newsletter is a joint effort of Jackie Burch and Herff Jones, Inc.

*(Continued from page 1)*

Ask if anyone found a less forceful way to open their partner's hand. Generally, someone comes up with the quickest and most agreeable solution to the problem - asking the partner "would you please open your hand?" Then have a discussion about effective techniques to bring about change, creatively not forcefully, and to have an open mind to the ideas of others.

### **THE OTHER HALF**

The purpose is to teach everyone to be comfortable talking to each other at the beginning of an activity. The time required is about five minutes and the group size is unlimited. The materials needed are index cards prepared in advanced.

Give each person one card. Written on the card is a word that is one half of a well-known or logical pair. The task is to move around the room and find their other half. Here are some examples:

- **Rise/Shine**
- **Bacon/Eggs**
- **Mr./Mrs.**
- **War/Peace**
- **Trial/Error**

Once the pairs are matched, each person interviews the other and then introduces them to the group.

### **PUT A LID ON IT**

The purpose of this team-building exercise is to show the impact of different personalities within groups. The time

required is about ten minutes. The size of the group is unlimited but they should be divided into smaller groups of six to eight people. The materials required are caps or 'construction paper' headbands (prepared in advance.)

Each group has a problem that must be solved by consensus. The leader places hats/headbands on the heads of three people in each group. The people wearing the hats/headbands are not allowed to look at them. The other members of the group are instructed to treat the persons wearing the hat/headband according to the label on them. The labels are:

- **Know it all - Ignore me**
- **Expert - Listen to me**
- **Insecure -Encourage me**

When dealing with these dynamics it is hard for the group to reach consensus within the time limit. The participants learn that one needs to recognize the different personalities that might affect the effectiveness of a group.

### **ABLE TO LEAP STRAW BUILDINGS**

This team-building exercise engages teams in a creative, problem solving exercise. The time required is fifteen minutes. The group size is unlimited but should be divided into smaller groups of five or six. The materials required are lots of drinking straws and many rolls of masking tape.

Each team is asked to build a free standing structure by taping

the straws together but **not** taping anything to the floor, ceiling, or walls. The exercise is timed and the team with the tallest free standing structure wins. There are many variations of this exercise. Ask teams to describe how they made the decisions on the shape of their structure.

### **72 SECONDS OF FUN**

The purpose is to introduce participants to one another as quickly as possible. The time required is 72 seconds and the group size is unlimited. There are no materials required. The participants are told to leap to their feet and in 72 seconds meet as many people as possible. They are to introduce themselves by name and tell one fact about themselves. This exercise immediately gets people up on their feet and moving about the room.

---

**Herff Jones, Inc.**  
**4625 W. 62<sup>nd</sup> St.**  
**Indianapolis, IN 46268**

